The following are **draft** rules. They may be altered prior to publication.

## New Syntha Troop Types

#### Tornado 2000 Grav Bike

The Hunter-Killer is by far the most prevalent of the 2000 Series Grav Bikes within the Syntha armed forces.

The Tornado variant is, however, becoming more popular with commanders given its ability to hit target enemies from afar and still outpace most infantry.

When used in conjunction with the lighter recon Sentinel variant, its impact is often devastating.

Tornado 2000 Grav Bike

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Structure: Indivdual

Unit Size: 0-1

You may add a maximum of one Tornado to a unit of Hunter Killer

Grav Bikes.

Troop Type Equipment No. Cost
Tornado Mini MLRS,
Twin Gauss Carbine 0-1 98

### Special Rules:

Fire Arc: The Mini MLRS fires to the front arc only. The Twin Gauss Carbine may fire to the front, left or right fire arcs. Models attacking the Tornado from the rear get+1 to hit. Because of its Grav drives, a Tornado may ignore obstacles of up to 3 inches in height. The model may make one turn for every 2 inches moved. In close combat the pilot fights using an auto pistol. Tornados cannot evade.

#### Sentinel 2000 Grav Bike

The Sentinel 2000 Grav Bike is a lighter, recon model.

Its primary role is to speed deep into the heart of enemy held territory, where it uses its sensor array to 'splash' enemy models with low energy laser beams, making them easier for long range support weapons to target.

Structure: Individual

Unit Size: 0-1

You may add a maximum of one Sentinel to a unit of Hunter Killer

Grav Bikes.

Troop Type	Equipment	No.	Cost
Sentinel	Twin Gauss Carbine,		
	Sentinel Sensor Array	0-1	60

#### Special Rules:

Fire Arc: The Twin Gauss Carbine fires to the front arc only. The sensor array affects targets in the front arc also. Models attacking the Sentinel from the rear get +1 to hit.

Because of its Grav drives, a TSentinel may ignore obstacles of up to 3 inches in height. The model may make one turn for every 2 inches moved. In close combat the pilot fights using an auto pistol. Sentinels cannot evade.

# **New Weapons**

Twin Gauss Carbine

The Twin Gauss Carbine is a specialist weapon often mounted on light vehicles, or as a secondary weapon system.

It is a simple variation on a common infantry weapon, and as such ammunition and spare parts are easy to come by.

Type: Mounted

Sentinel Sensor Array

The sentinel sensor array uses advanced technology to send out low energy laser beams. These highlight enemy units and formations, making them easier for support weapons equipped with the relevant targeting software to target them.

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Type: Mounted

Special Rules: If a Tornado 2000 Grav bike wishes to fire its Mini MLRS indirectly at a target which is within the front arc of a Sentinel, it may ignore the –2 'To Hit' Modifier for firing indirectly.